**What is claimed is:**

1. A method for encoding a confidential optical disc with a burner; the method comprising the steps of:

receiving signal of creating confidential optical disc to switch burner into a burning mode;

setting a data-accessing password for future verification;

selecting data sources for public viewing and confidential viewing data tobe burned on the disc;

receiving a start burn signal to begin data encoding process;

creating a temporary file system as buffer that includes two stages, creating standard file set and creating parallel file set with real data;

burning buffer to an optical disc and produce a tangible disc.

2. The method of claim 1, wherein the burner is an optical disc writer associated with a computer or other consumer device.

3. The method of claim 1, wherein the data-accessing password is placed to a descriptor.

4. The method of claim 1, wherein the data-accessing password is placed anywhere on disc that does not have a piece of data or descriptor's addressing fixed by file system or application layer.

5. The method of claim 1, wherein the optical disc is a CDRW.

6. The method of claim 1, wherein the optical disc is a DVDRW.

7. The method of claim 1, wherein the optical disc is a DVD RAM.

8. The method of claim 1, wherein the data source is hard disc.

9. The method of claim 1, wherein the data source is CD.

10. The method of claim 1, wherein the data source is DVD.

11. The method of claim 1, wherein the data source is DVD RAM.

12. The method of claim 1, wherein the file system is UDF file system;

13. The method of claim 1, wherein the file system is ISO 9660 file system;

14. The method of claim 1, wherein the creating standard file set stage further comprises the following steps:

importing directory of dummy data from a data source;
creating descriptors that describes the whole file system;
assigning disc address of root directory to descriptor;
reading the imported directory tree;
converting imported directory and files into optical disc format according to file system; and assigning disc addresses to directories and file records;

15. The method of claim 12, wherein the standard file set is created according to UDF file system;

16. The method of claim 12, wherein the standard file set is created according to ISO 9660 file system;

17. The method of claim 12, wherein the data source is hard disc folder.

18. The method of claim 12, wherein the data source is CD.

19. The method of claim 12, wherein the data source is DVD.

20. The method of claim 12, wherein the data source is DVD RAM.

21. The method of claim 12, wherein the data source is sample menu.

22. The method of claim 12, wherein the descriptor in step of assigning disc address of root directory to descriptor is file set descriptor.

23. The method of claim 1, wherein the creating parallel file set stage further comprises the following steps:

importing directory tree of real data from source;

getting next available address by reading directory and file records of dummy data to find out where directory tree ends in order to place next descriptor and data;

assigning disc address to real root directory and data-accessing password to a descriptor;

reading imported directory tree;

converting real directory and files into optical disc format according to file system; and assigning disc addresses to directories and file records;

assigning data addresses to dummy file records and real file records.

24. The method of claim 20, wherein the data source is hard disc folder.

25. The method of claim 20, wherein the data source is CD.

26. The method of claim 20, wherein the data source is DVD.

27. The method of claim 20, wherein the data source is DVD RAM.

28. The method of claim 20, wherein the directory imported from real data in step of importing directory tree of real data from source is placed to a descriptor.

29. The method of claim 20, wherein the directory imported from real data in step of importing directory tree of real data from source is placed to anywhere on disc that does not have a piece of data or descriptor's addressing fixed by file system or application layer.

30. The method of claim 1, wherein the step of burning buffer to an optical disc further comprises the following steps:

burning descriptors;

burning dummy directory and file records;

burning real directory and file records;

n. burning dummy data at addresses assigned by dummy file records;

o. burning real data at addresses assigned by real file records;

31. A method for reading a confidential optical disc, which is a decoding method for reading optical disc produced by claim 1; the method comprising steps of:

(a). player reading optical disc data;

(b). receiving view confidential data command signal;

(c). requesting to enter password;

(d). checking if there has been five password entries;

(e). checking if correct ID field exist;

(f). checking if password entered is correct;

(g). playing/reading real data;

(h). ending playing/reading session.

32. The method of claim 27, wherein the password entered in step (c) is the data-accessing password in claim 1.

33. The method of claim 27, wherein if password entries in step (d) is less than five then the method proceed to step (e); if password entries in step (d) is more than five times, the method will ignore any further entries and proceed back to step (a) again.

34. The method of claim 27, wherein if ID field exists in the optical disc in step (e), the method will proceed to step (f); if player can not find the ID field or the ID field does not exist, then player will ignore the password entered in previous step and return to step (a).

35. The method of claim 27, wherein the player check the password in step (f), if the entered password is correct then the method will proceed to step (g) and play the real data; if the password is incorrect the method will ignore the password and return to step (a).

36. The method of claim 27, wherein the playing/reading session will end up on the following event:

(i). ejection off optical disc;

p. (j). turning off view confidential data option;

q. (k). turning off player reader.